

FIG 1.

Abstract CompositingOperator Interface

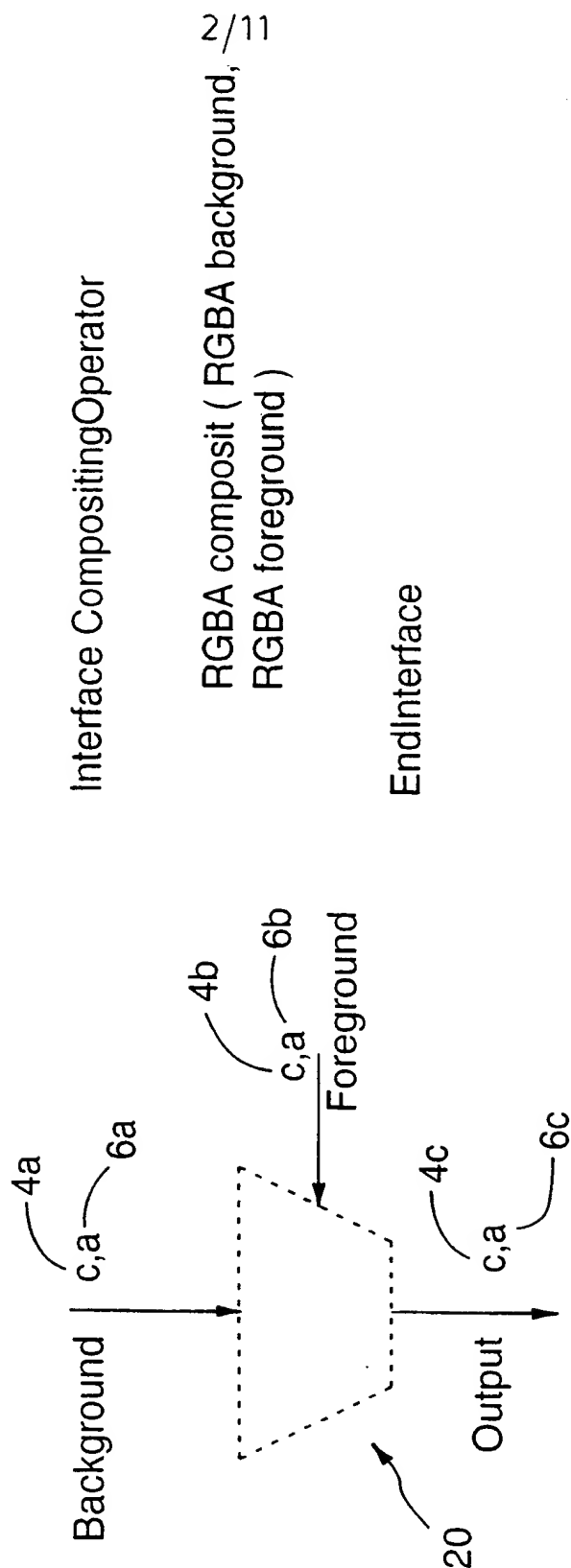
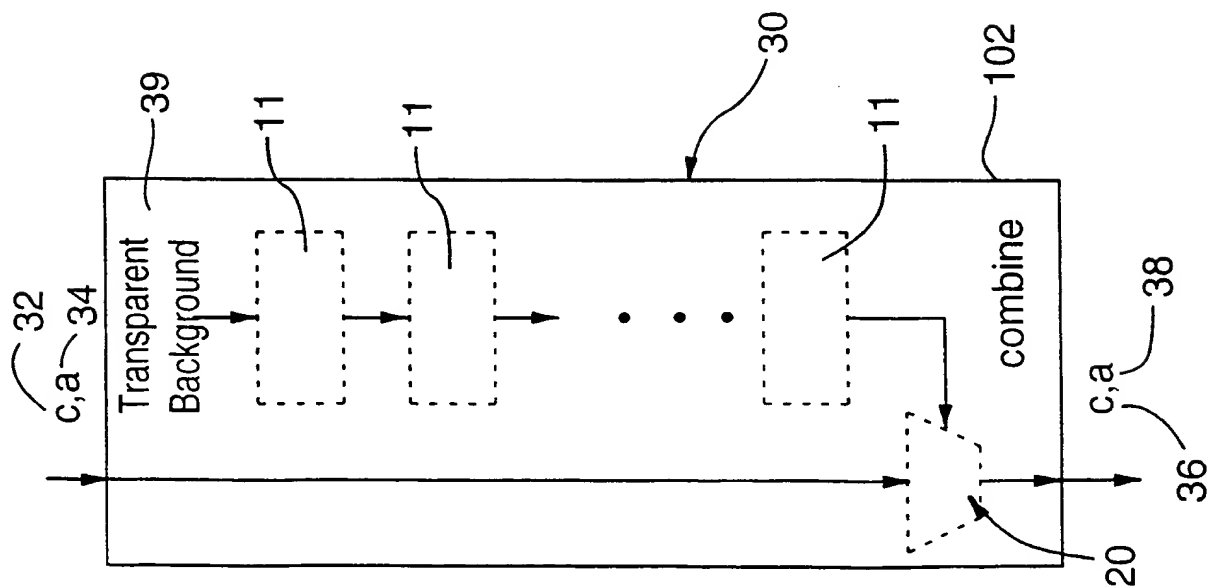


FIG.2

3/11

Concrete RenderLayer Class



- Implements RenderObject Interface
- Contains a list of RenderObjects.
- Contains its objects by feeding each one's output as input to the next one.
- Passes in a transparent background as input to the first contained object.
- Combines its input with the output of the last object using an arbitrary composing operator.
- Outputs the result of the composing operation.

FIG.3

4/11

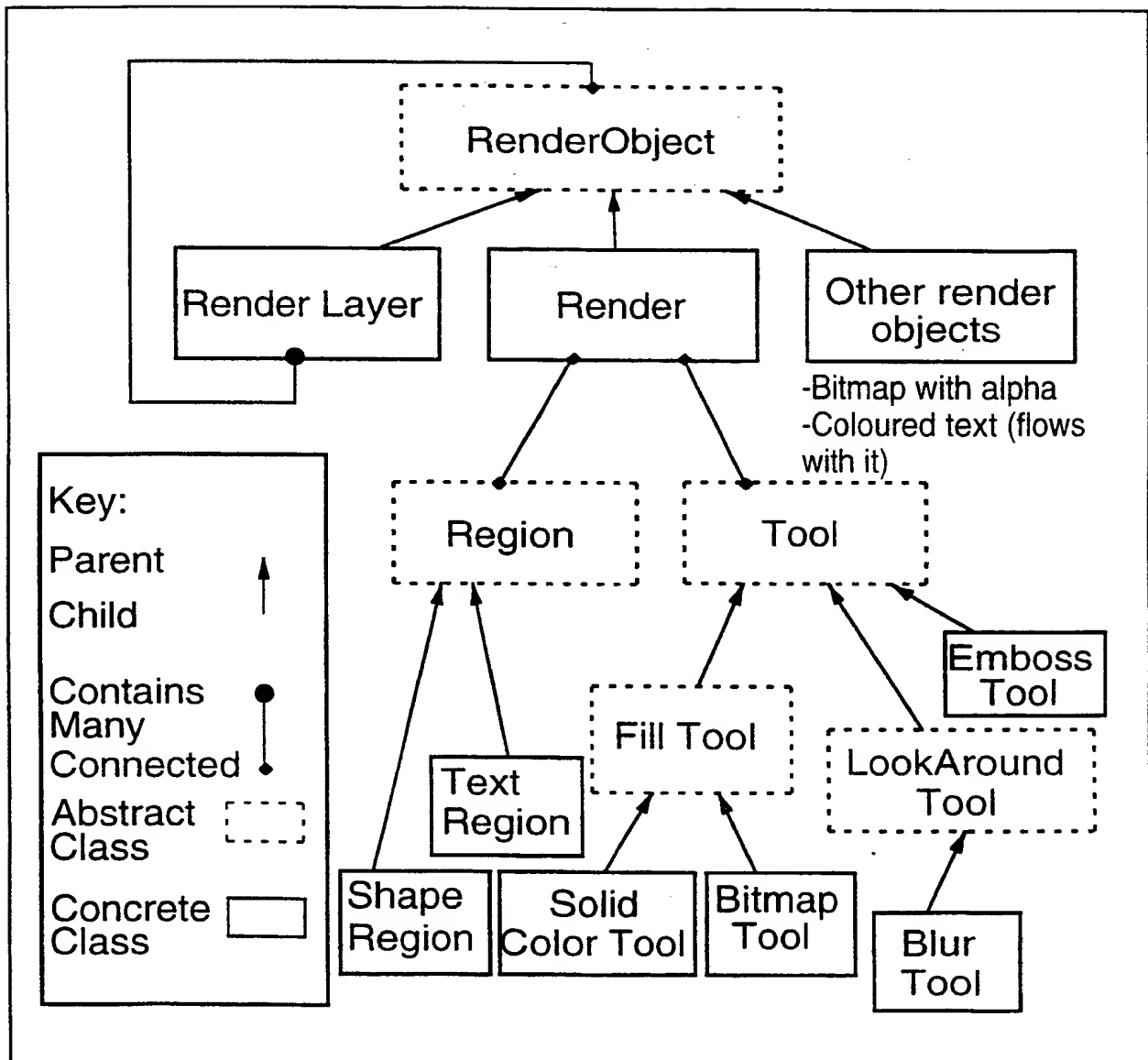


FIG.4

5/11

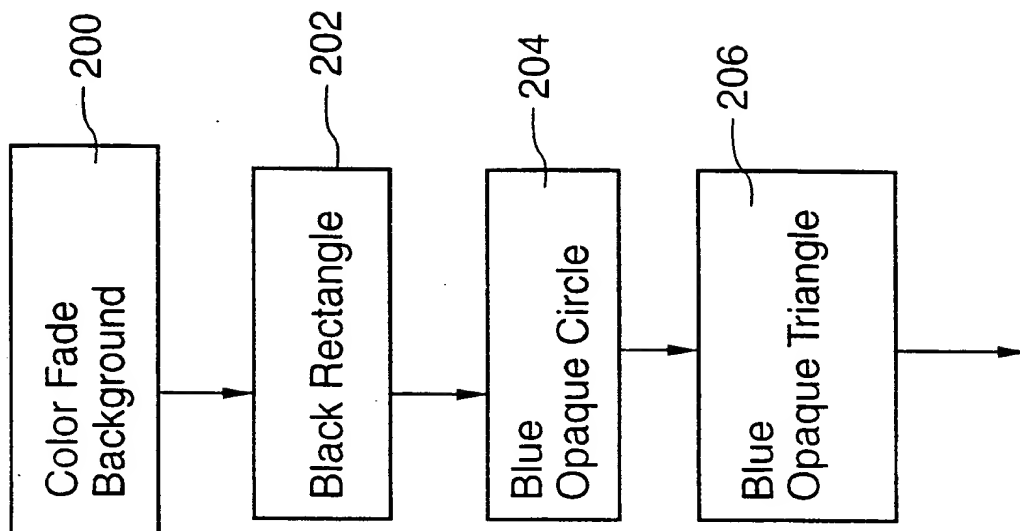


FIG.5B

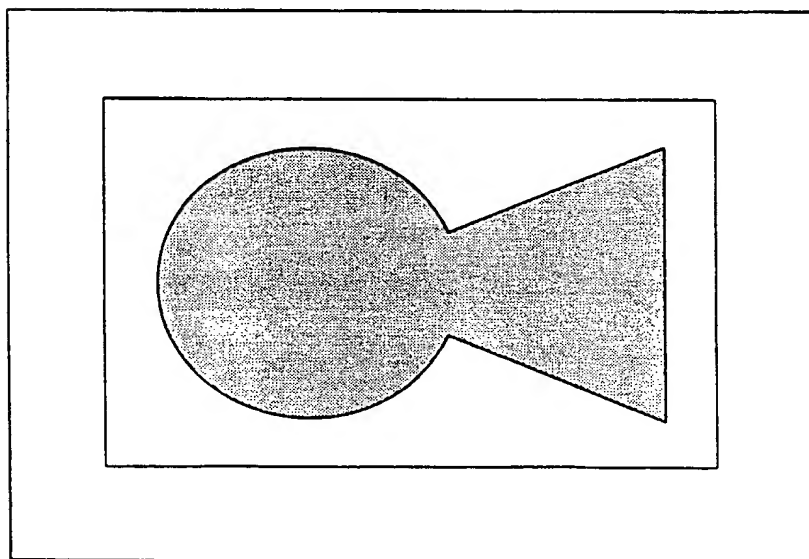


FIG.5A

6/11

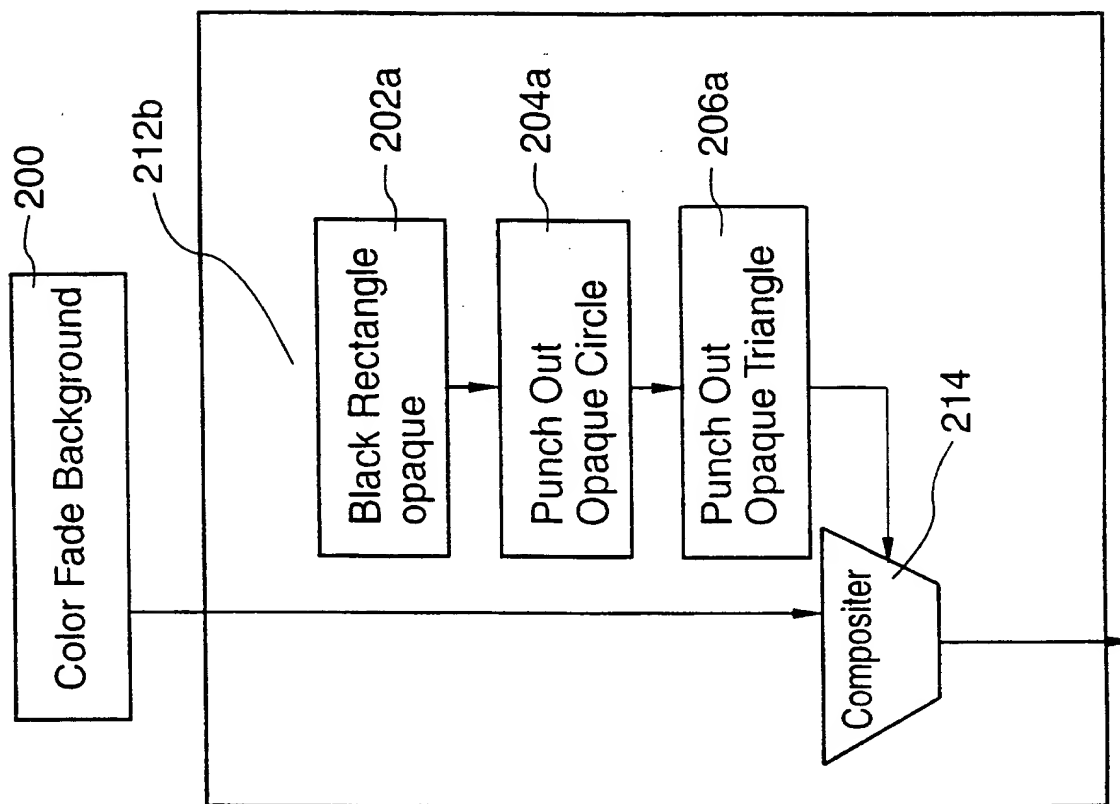


FIG.6B

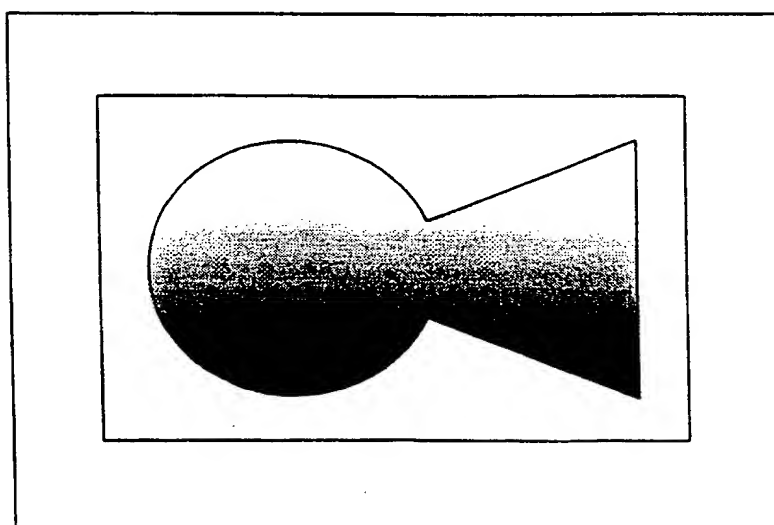


FIG.6A

7/11

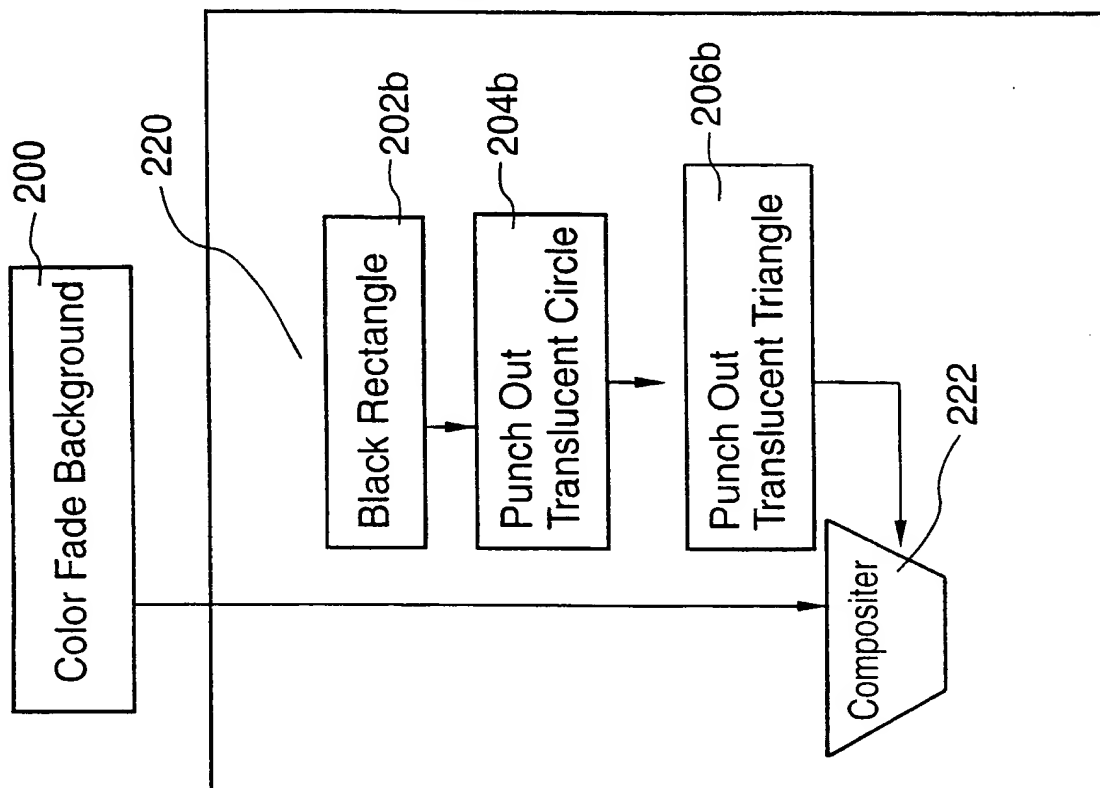


FIG.7B

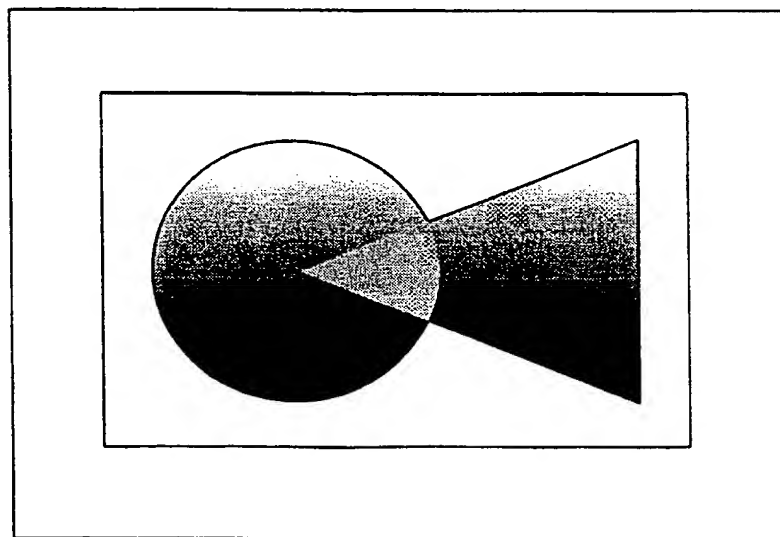


FIG.7A

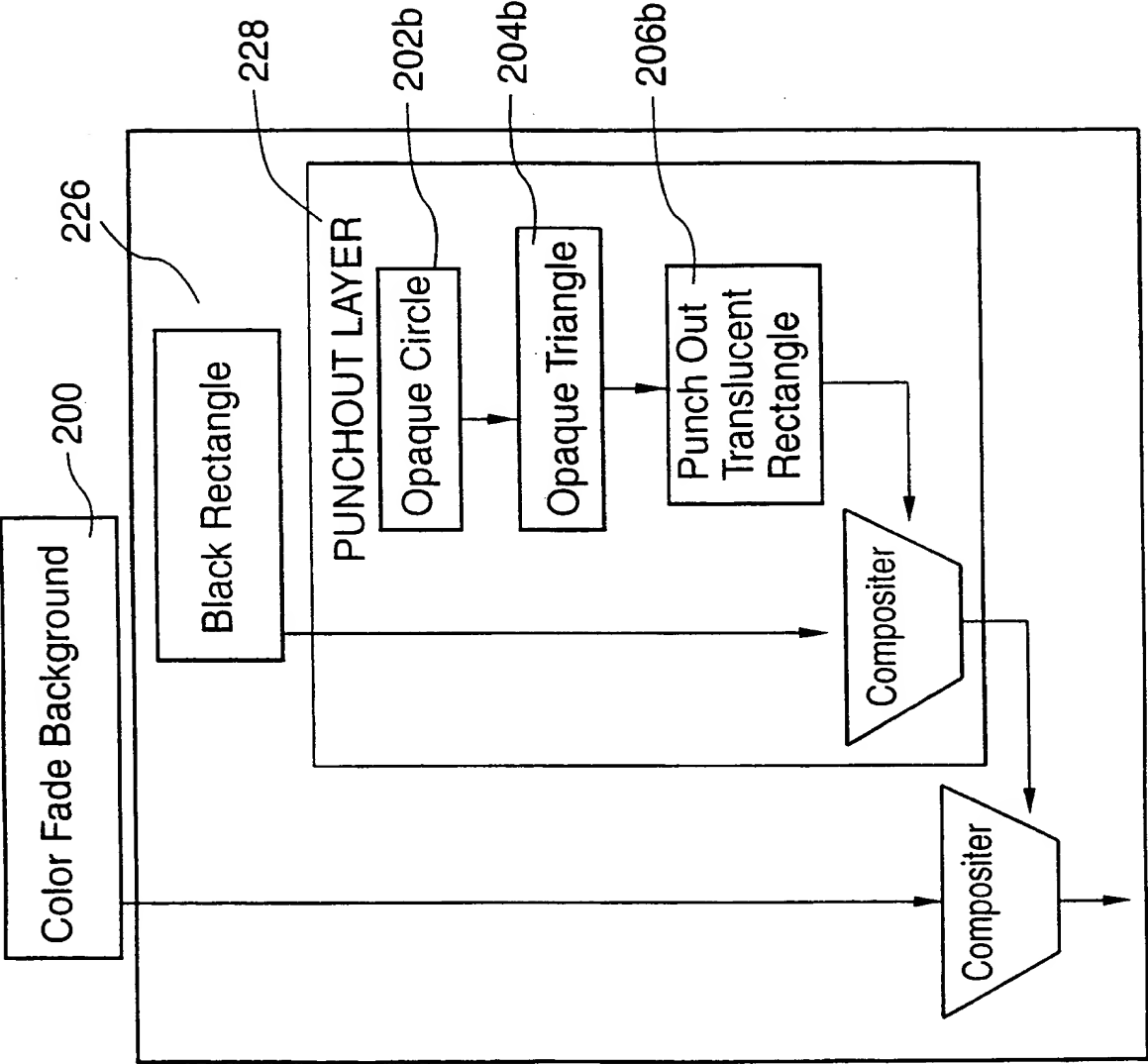


FIG.8B

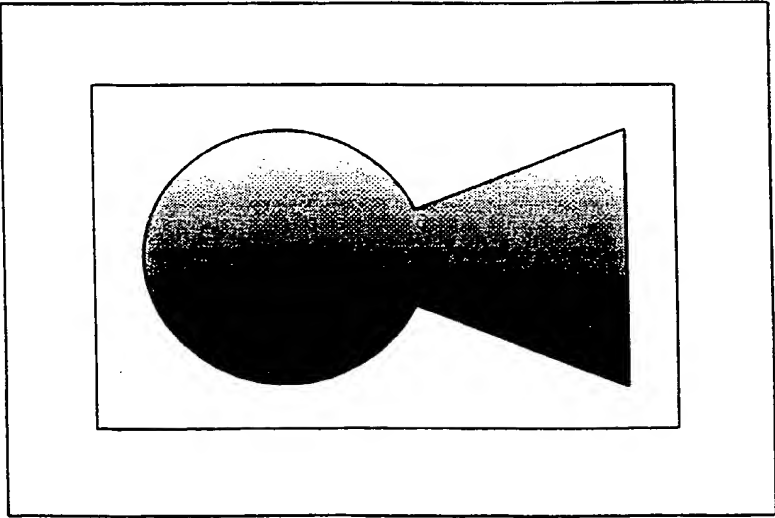


FIG.8A

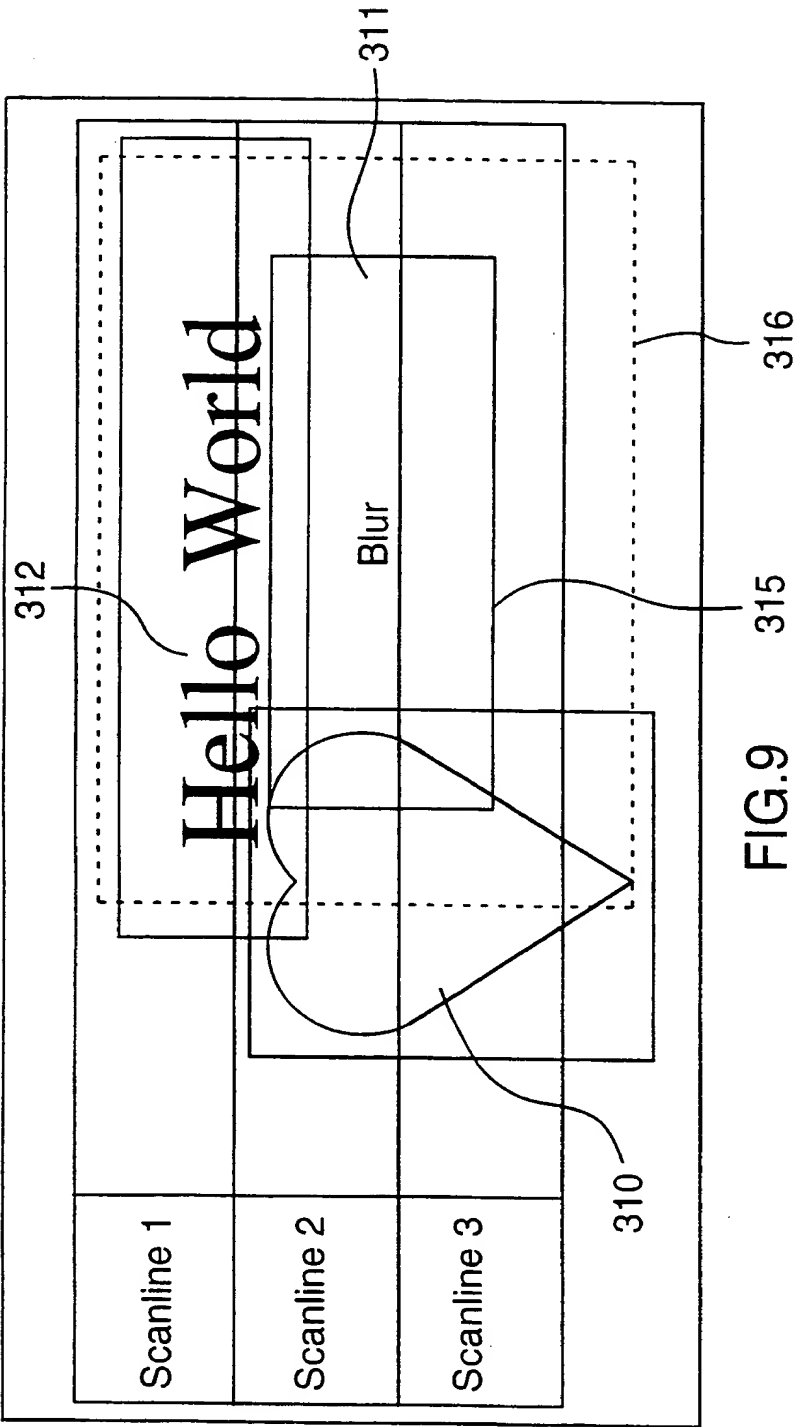


FIG.9 315 316

	Scanline 1	Scanline 2	Scanline 3	(Scanline 4)
Output Scanline	3	10	14	Inactive
Blur 1	Inactive	9	13	Inactive
Hello 1	2	6	Inactive	Inactive
Hello 1	Inactive	5	8	12
Background	1	4	7	11

FIG.10

10/11

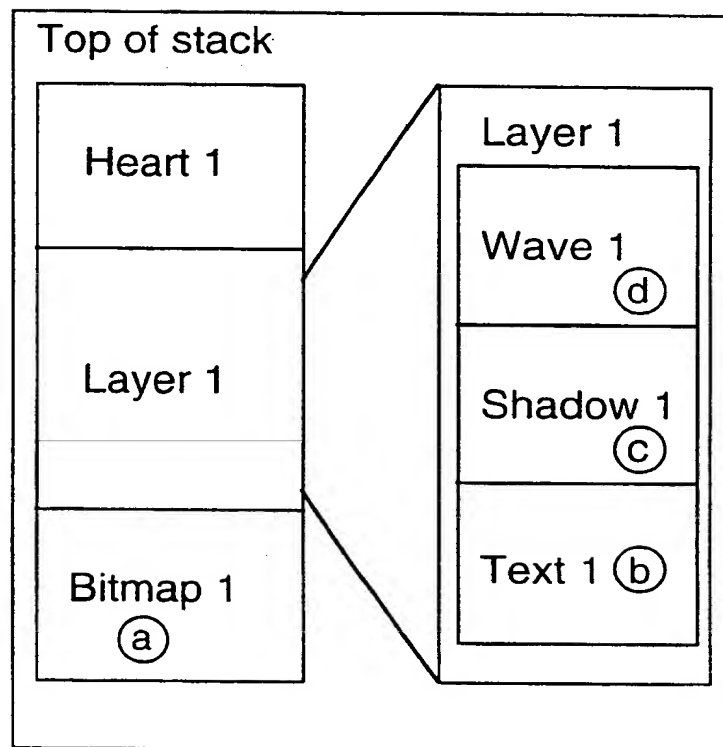


FIG.11

11/11

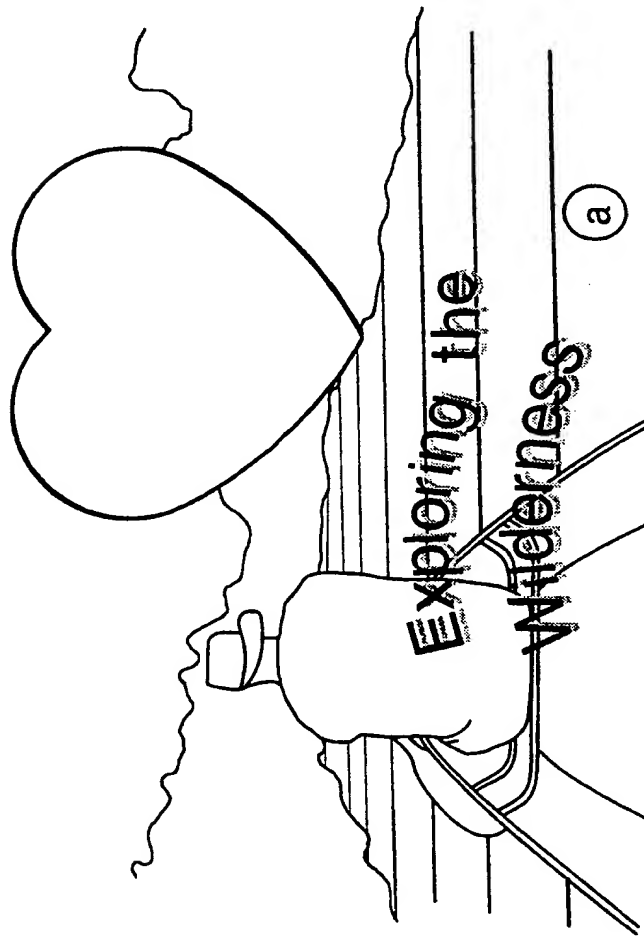


FIG.12

(b)

Exploring the
Wilderness

(c)

Exploring the
Wilderness

(d)

Exploring the
Wilderness

FIG.13